Studio II
Home TV Programmer

TV Arcade Series
Gunfighter/Moonship Battle

Instructions

This plug-in cartridge contains two exciting action games you can play with your RCA Studio II Home TV Programmer.

Cartridge 18V405

RCA

GUNFIGHTER

Gunfighter is an action-packed western shoot-out game for one or two players.

As a single-player game, you battle against a gunfighter controlled by the computer. As a two-player game you and your opponent shoot it out, each controlling your own gunfighter.

You can move your gunfighter up and down to dodge the opponent's bullets. A cactus on the screen gives some protection, but you must come out from behind the cactus to fire at your opponent.

You can fire as many bullets as you wish, but the only ones that count are those that hit the opposing gunfighter. The game is over after two minutes, with the winner being the gunfighter scoring the most hits. Continuous on-screen scoring is provided.

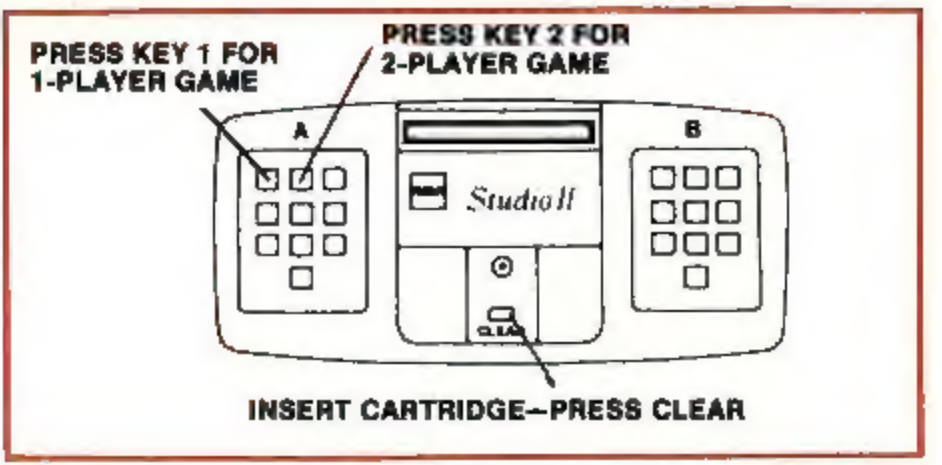


Figure 1

How to Play

1. Insert cartridge into the Studio II Console. Press CLEAR key.
2. For single-player game, press Key 1 on Keyboard A. For 2-player game, press Key 2 on Keyboard A.

   Both keyboards are used for the 2-player game, and Keyboard B only is used for the single-player game.
3. The gunfighter can be moved up by pressing Key 2, and moved down by pressing Key 8.

   Bullets are fired by pressing Key 5. If you press the key quickly and release it, one fast bullet is fired. If you hold Key 5 down, two bullets in sequence are fired, but they travel slower.

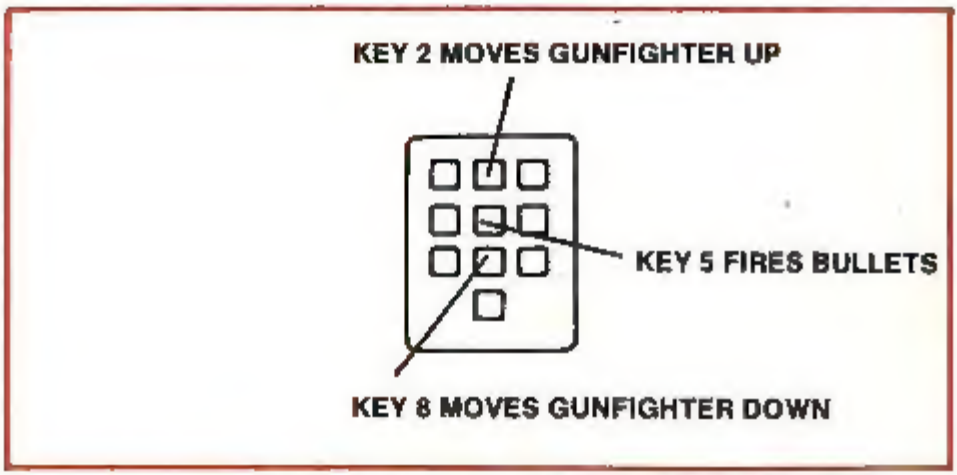
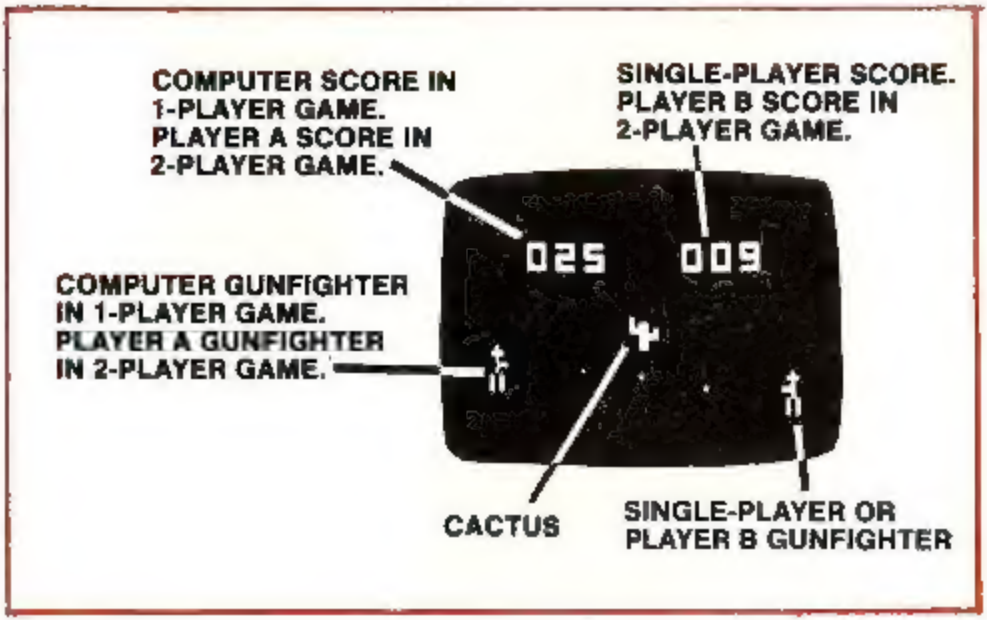


Figure 2 FOR 1-PLAYER GAME, USE KEYBOARD B ONLY. FOR 2-PLAYER GAME, USE BOTH KEYBOARDS.

4. In the single-player game, the computer controls the gunfighter on the left of the screen. In the 2-player game, the player using Keyboard A controls the gunfighter on the left, and the player using Keyboard B controls the gunfighter on the right.



MOONSHIP BATTLE

Studio II Moonship Battle is an exciting space-age game for two players. Two Moonship vehicles are engaged in a celestial battle for survival. To win requires strategy, skill, and the ability to anticipate your opponent's tactics.

Each Moonship starts with 100 units of energy. The ships lose energy as they are moved, when firing a missile, when hit by an enemy missile, or by inadvertently colliding with the opposing Moonship. The object is to defeat the enemy Moonship by forcing it to be the first to deplete its energy reserves.

Accurate missile firing is not easy. A missile can only be fired in the direction the Moonship last moved. The game lasts until one Moonship has no more energy.

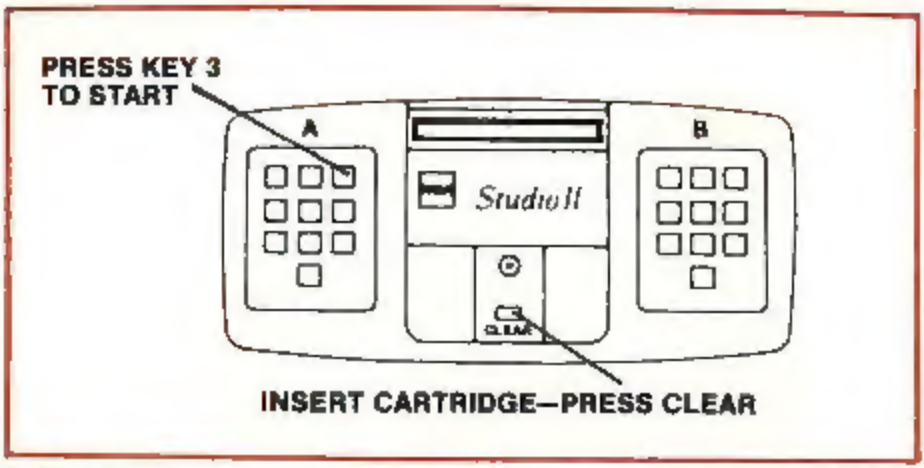


Figure 1

How to Play

1. Insert the cartridge into the Studio II console.

   Press the CLEAR key.

   Press Key 3 on Keyboard A.

2. The two moonships will appear on the screen. The player using Keyboard A controls the Moonship that looks like this

   The player using Keyboard B controls the Moonship that looks like this

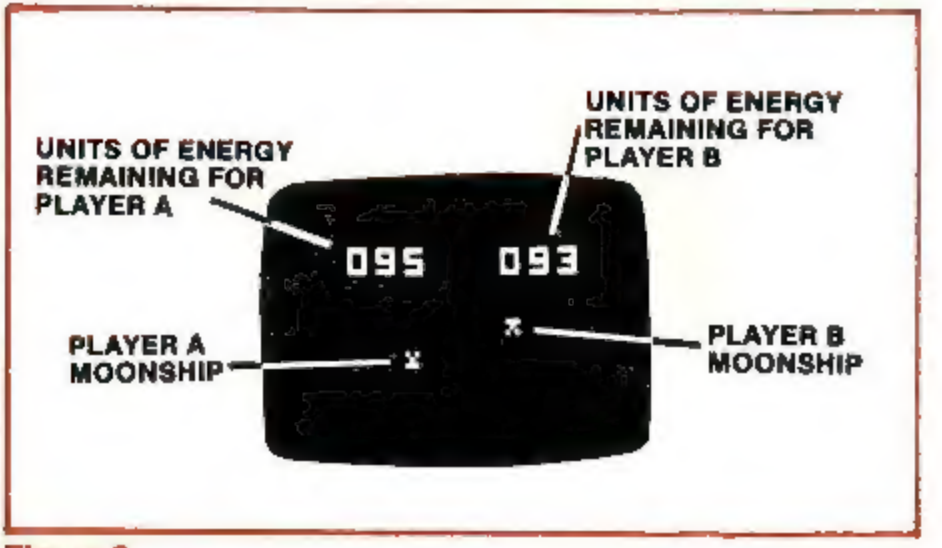


Figure 2

3. Each player moves his Moonship horizontally, vertically, or at angles using the keys on his keyboard as shown in Figure 3.

   Arrows indicating Moonship direction are also marked on the keyboards.

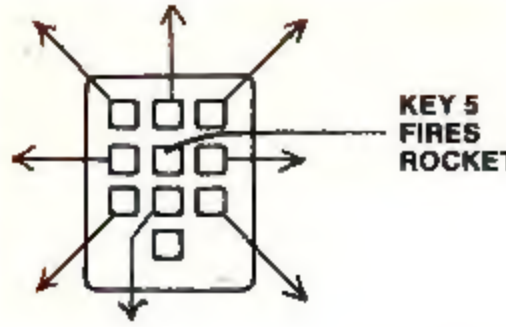


FIGURE 3. KEYBOARD MOONSHIP CONTROL

4. Players fire rockets using Key 5 on their keyboard. *Important:* Rocket will always fire in the direction your Moonship last travelled. You must maneuver your Moonship so that it last moved, or is moving, toward the enemy ship.

5. Energy consumption:

Action	Energy units used
Moving Moonship	1 unit for each 10 positions*
Firing Rocket	1 unit
Receiving Rocket Hit	5 units
Collision	5 units (only ship causing collision loses energy)

*The moonship moves one position each time the direction key is pressed. The ship will continue to move if the key is held down.

6. Game lasts until one Moonship loses all its energy, and is thus defeated. Energy levels are continuously displayed on the screen.

Note: *If the metal contact strips on the cartridge become dirty or discolored, this could affect the cartridge operation. These strips can be cleaned easily by gently rubbing them with a pencil eraser. Remove eraser residue before inserting cartridge.*

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